



Pau Elias Soriano

Game designer and Pixel & 3D artist

Wordpress & WooCommerce Expert and Front-end web developer

Profile

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Education

HND Game design and development

2011 - 2013

CEV Interactivity and New Media in Barcelona, Spain (Center affiliated to the University of Essex)

Scientific bachillerato

2008 - 2010

Colegio Sagrada Familia Gavà in Barcelona, Spain

Other experience

c#/Windows Ph./Unity developer
4 years

Objective-C/iOS developer
3 years

Java/Android developer
2 years

OpenGL/ES/WebGL developer
2 years

Languages

Spanish and Catalan

Native and bilingual proficiency.

English

Professional proficiency.

Skills

Art, Animation & Games

- Game design.
- Concept art for games.
- Pixel art.
- 3D models for games and Digital sculpture.
- Light and Special effects for games.
- 3D & 2D animation and Stopmotion.
- Video editing.

Web, Mobile & Vector

- Responsive web design.
- Mobile app design.
- SEO & SEM.
- UI / UX.
- Graphic and corporate design.
- Typography design.

Production & Management

- Agile methodologies.
- Project and team management.
- Crowdfunding.

Experience

Freelance Graphic, Web & App designer

2006 - Present

Creative solutions for many clients along 8 years. Specialized in web development, graphic design and Wordpress development.

- Front-end web development. (CSS3, HTML5, Javascript, jQuery, Bootstrap, AngularJS)
- Back-end development & custom CMS development. (PHP, MySQL)
- CMS web development. (Wordpress, WooCommerce, PrestaShop and Joomla)
- Brand design. (Photoshop, Illustrator, FontLab, Newsletters, Banners, Brochures, Business cards)
- Design and development apps for Android, iOS and Windows Phone.
(Native and Web apps with jQuery Mobile and Apache Cordova)

Director & Producer

Chloroplast Games & ChloroSoft, 2010 - Present

As producer I build a iterative and incremental software development methodology for managing all projects in CG. This workflow mixes adaptative and predictive methods to achieve that senior and junior developers can work together in a flexile and agile way. Also this workflow allows to analyze how developers solves tasks and improve their efficiency in the next milestone.

- Created a Production and Development workflow Guide.
- Project and team management.
- Design of development strategies and project planning.
- Design Marketing and PR strategies.
- Crowdfunding campaign planning.

Game designer & Pixel/3D artist

Chloroplast Games, 2011 - Present

Responsible for videogame design developed in CG and creation of 2D and 3D graphics and animations.

- Prototyping games and Game development. (OpenGL, Unity and Construct 2)
- Gameplay, controls, character, UI, level and item design.
- 2D graphics and animation. (Pixel art, Hand-paintend, Vector and Photorealistic)
- 3D modeling and animation for games. (3Ds MAX, Maya, Mudbox, Zbrush, Unfold3D, 3D Coat)
- Special effects for games.
- Creation and Editing of game trailers.

Front-end web developer

ITL Bussines & TwentyFourSquare, 2014 - 2015

Front-end web development with CSS3, HTML5, Expression engine.

Graphic & Web designer

Actiserver Internet Advertising, 2013 - 2014

Web design and development department director. Project manager and lead designer. Front-end web development and graphic design for clients.